

## REMARKS

In response to the Office Action dated June 23, 2001, claims 1, 3-8, 15, 17-22, 28 and 30-35 are amended. It is believed that the amendments clarify the patentable invention without adding new subject matter. Claims 1-41 are pending in the case. Reexamination and reconsideration of the claims as requested is respectfully requested.

In paragraph 1 on pages two and three of the Office Action, claims 1-41 were rejected under 35 U.S.C. §103(a) as being unpatentable over Kagen et al. in view of Eiba. According to the Office Action, Kagen discloses all of the structure of the interactive multiple player game system with two or more players each playing on a playing device in wireless communication with other playing devices. According to the Office Action, Kagen teaches a method for playing a interactive multiplayer game comprising the steps of establishing a wireless all-to-all broadcast network between at least two playing devices, providing a game scenario common to all of the devices, enabling a player action be each player within the game scenario, transmitting player actions over the network, receiving player actions over the network, and displaying the game scenario.

However, according to the Office Action, Kagen lacks in disclosing using various networks and various phone technology. Thus, according to the Office Action, Kagen merely discloses the use of wireless communication and a local area network. Nevertheless, according to the Office Action, Eiba discloses the use of a game system that can be used by a number of players with various playing devices at a distance from each other.

Therefore, according to the Office Action, one of ordinary skill in the art would be able to see that the claimed network are analogous in nature and as such any one of the methods of communication perform an analogous function.

Applicants respectfully traverse these rejections, but in the interest of prosecution have amended the claims to more particularly distinguish Applicants' invention. Applicants respectfully submit that the cited references, taken alone or in combination, do not disclose, teach or suggest the invention. Applicants respectfully submit that there are patentable differences between the cited references and Applicants' invention as recited in the claims. Applicants' invention differs from the cited references in at least the following respects.

As admitted by the Office Action, Kagen fails to disclose using various networks and various phone technology. Accordingly, Kagen fails to disclose connecting a plurality of mobile phones together through a network requiring addressed connections for playing a game. Rather, Kagen merely teaches a wireless local area network (LAN) for establishing an "all-to-all" broadcast network. Kagen utilizes a broadcast protocol so that each playing device transmits transmission packets that are receivable by all other players listening on the broadcast channel. Kagen does not even consider an addressed connection.

Eiba fails to remedy the deficiencies of Kagen. Eiba fails to at least connect a plurality of mobile phones together through a network requiring addressed connections for playing a game. Rather, in Eiba, game devices are connected over a telecommunication link to a receiver for data sent from the game devices to a central computer. Further, a transmitter is connected to the central

computer to transmit a winning symbol from the transmitter to the gaming devices, wherein the symbol is displayed on the game devices. For example, in Eiba, a winning number is drawn by a random number generator of the central computer, e.g., three cherries, three aces, or three crowns, and transmitted to the individual game devices to be displayed on that individual game devices' displays. (col. 4, lines 27-50) Eiba does not even consider transmitting game signals between at least one mobile phone through a network for playing an interactive game, to a network for reception by the at least one other mobile phone.

In contrast, in Applicants' invention for example, the Applicants' transmission of game signals between the plurality of mobile phones requiring addressed connections is clearly different than that of the cited references. In Applicants invention for example, identification information is used by a mobile phone to access a network, wherein the identification information includes addresses of the players. Accordingly, in Applicants invention for example, when a plurality of mobile phones are connected together through the network for playing a game, a scenario is setup for each of the plurality of mobile phones, and game signals are transmitted between the plurality of mobile phones via an addressed connection. Further, in Applicants invention for example, one of the players acts as a game master for the others, wherein the master will form connections between the players. Thus, in Applicants invention for example, the master stores at least the name of the current game, identification and addresses of all players in the current game, and any other game related information needed by the players. Moreover, in Applicants invention for

example, each player stores at least the name of the current game, identification of the game master and game state information.

Therefore, in view of the above remarks, Applicants' claims 1, 15 and 28 are patentable over Kagen and Eiba.

Because claims 2-14, 16-27 and 29-41, which depend directly or indirectly from claims 1, 15 and 28, respectively, include the features recited in the independent claims as well as additional features, Applicants respectfully submit that claims 2-14, 16-27 and 29-41 are also patentably distinct over the cited references. Nevertheless, Applicants are not conceding the correctness of the Examiner's rejection with respect to such dependent claims and reserves the right to make additional arguments if necessary.

On the basis of the above amendments and remarks, it is respectfully submitted that the claims are in immediate condition for allowance. Accordingly, reconsideration of this application and its allowance are requested.

Respectfully submitted,

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**APPENDIX A**  
**MARKED-UP AMENDMENTS TO THE SPECIFICATION AND CLAIMS**  
**IN THE CLAIMS**

Please amend claim 1, 3-8, 15, 17-22, 28 and 30-35 as follows:

1. (Amended) A method for playing games between players at remote locations;  
  
connecting a plurality of mobile phones together through a network requiring addressed connections for playing a game;  
  
setting up a game scenario for each of the plurality of mobile phones; and  
  
transmitting game signals between the plurality of mobile phones across the network.
3. (Amended) The method of claim 1 wherein the network [ is ] includes a local area network.
4. (Amended) The method of claim 1 wherein the network [ is ] includes a wide area network.
5. (Amended) The method of claim 1 wherein the network [ is ] includes the Internet.
6. (Amended) The method of claim 1 wherein the network [ is ] includes a public land mobile network.

7. (Amended) The method of claim 1 wherein the network [ is ] includes a public switched telephone network.

8. (Amended) The method of claim 1 wherein the network [ is ] includes a wireless network.

15. A mobile phone, comprising:  
a key pad for dialing, for controlling menu operation and for entering phone control functions;  
a display for showing keypad entries and a game scenario;  
a controller for processing user input and for controlling the display, the controller using a transceiver to connect the mobile phone to at least one other mobile phone through a network requiring addressed connections for playing an interactive game and transmitting game signals to the network for reception by the at least one other mobile phone.

17. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes a local area network.

18. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes a wide area network.

19. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes the Internet.

20. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes a public land mobile network.

21. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes a public switched telephone network.

22. (Amended) The mobile phone of claim 15 wherein the network [ is ] includes a wireless network.

28. An interactive game system, comprising:  
a network; and  
a plurality of mobile phones coupled together through the network, each of the mobile phones comprising a controller for processing user input and for controlling a display, the controller connecting the mobile phones through a network requiring addressed connections using a transceiver for playing an interactive game and transmitting game signals to the network.

30. (Amended) The interactive game system of claim 28 wherein the network [ is ] includes a local area network.

31. (Amended) The interactive game system of claim 28 wherein the network [ is ] includes a wide area network.

32. (Amended) The interactive game system of claim 28 wherein the network [ is ] includes the Internet.

33 The interactive game system of claim 28 wherein the network [ is ]  
includes a public land mobile network.

34. (Amended) The interactive game system of claim 28 wherein the  
network [ is ] includes a public switched telephone network.

35. (Amended) The interactive game system of claim 28 wherein the  
network [ is ] includes a wireless network.